

Town Crier



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THE MUMMIES RETURN

All is not quiet in the fell Land of the Dead as previously surmised. The dead rest uneasy and do not take kindly to the tomb robbers and explorers who trespass upon their land. Many a tale has been uttered claiming that the cerement wrapped nobles of the Necropolises are waking, their centuries long slumber interrupted by the greed of men. Those who would seek the jealously guarded treasure of the diabolical mummies of Khemri are forewarned, for a life of eternal servitude awaits those who are caught defiling the ancient burial grounds.

With the influx of so many warbands now scouring the streets of Mordheim for wyrdstone it is no wonder that there have been many occurrences of several warbands fighting over the same treasure. Tayles abound of unlikely alliances; Reiklanders and barbaric greenskins fighting the foul Possessed for a share in some spoils. Unsurprisingly, there have also been varied acts of double-cross and back-stabbing.

Often a warband returning from a successful incursion to the ruins will stumble upon rivals already embroiled in fighting and get caught amidst the conflict. Only hefty bribes are the way to avoid fighting several other warbands at once when you are the holder of the loot.

Hordes of shambling skeletons fight on through death for their undead overlords. Swarms of deadly stinging scorpions follow in their wake and despicably evil warlocks and Necromancers known as Liche Priests weave foul magics upon those foolhardy enough to brave the tombs of the long dead.

Be afraid for your immortal soul traveller,
be very afraid!

Here
Within

The dead have awoken in Khemri – Land of the Dead.

A full account of all ye warbands and models available.

Letters to the scribe – your views from around the cursed city

**GAMES
WORKSHOP**

Undead Warband

Converted and painted by Golden Demon winner Chris Blair



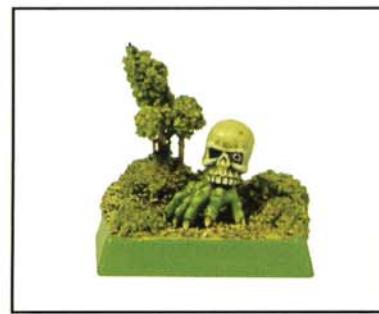
Dreg with sack



(left) Big nasty
Dreg



Dreg with lantern



Err... not quite sure! Must
be a conversion from his
bits box



Zombie with banner

Ye Editor Speaks

Welcome my foul minions to this the eighteenth issue of our beloved Town Cryer. As I write this, with the festival of Sigmar approaching, I'm reflecting upon the year that is drawing to a close and the new one we are about to embark upon. The amazing 'Lustria - Cities of Gold' setting has finished and an updated official supplement awaits (Probably late 2002) along with (sign of the hammer!) hopefully some new miniatures for our ever expanding range. After shaking the equatorial rain from our cloaks we have set upon the road to 'Khemri - The Land of the Dead' with vigour and already the secrets of the Tomb Kings are being revealed to us.

Games Day 2001 was a particular success, not just for Mordheim, but indeed for all of the specialist games that Fanatic supports. All-in-all Mordheim has gone from strength to strength over the past year and nobody more than your fine and equally despicable selves deserves applause for you, my misshapen friends, are the driving force behind the game's survival and evolution.

The year of 2002 will bring more supplements, more miniatures and the much awaited findings of the Mordheim rules committee - the body that decides which Experimental rules from Town Cryer are to be made official and published in the Mordheim annual. So, do enjoy this issue and I look forward to compiling more of our favourite tomes for the year to come.

Steve

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Letters to the Scribe

After whining about having to do something called Exterminatus, snivelling wretch and scribe Andreas Halle is back to look into his bulging sack.

There and back again...

Dear Scribe,

I was having a discussion with a fellow Mordheim player the other day about the reasons why the original warbands would be seen in the new settings published in this very magazine. He stated that other than new warbands that are developed especially for the setting he couldn't see why the original warbands would go to such places. I have taken this up as a challenge and come up with some legitimate reasons why warbands would go to these exotic and dangerous places.

The Mercenaries are very easy to explain as they will simply go where they are paid to go. Maybe a rich merchant has hired them as treasure seekers or a bodyguard? They may even be there upon their own backs searching for the motherlode in the equatorial jungles or raiding a tomb for treasures. Marienburg is a port and so they can justifiably go anywhere in the known world, no doubt serving as crew to pay their passage. Reiklanders too have access to a large port in Altdorf. Middenheimers may not be so well travelled but if the money's high enough why not!

The Undead do not rest easy in the jungles of Lustria as well as the tombs of Khemri and Mordheim. The Vampire Coast is a source of constant annoyance to the Lizardmen as the Vampire Lord Luther Harkon sends forth his minions to ransack the temple cities.

The Skaven are aware of the ancient tomb cities of Khemri, for the Skaven joined in an unholy alliance with the Tomb Kings to slay the Great Necromancer. Whether they are concerned with the treasures of the tombs is up for some deliberation, as they do not contain wyrdstone, which is what the Skaven usually crave. Perhaps there is some ancient map in one of the tombs that lead to a legendary seam of wyrdstone?

Chaos and its corrupting effects are everywhere and so are the cults that follow its power. Where Chaos goes, the Witch Hunters of Sigmar will be there to cleanse and burn the heretics.

The Sisters of Sigmar are probably the most difficult and would look the most out of place in different settings as they are Mordheim specific. However it is not unknown for the High Matriarch Bertha Bestraufrung to send out parties of sisters far and wide to preach the will of Sigmar, and to battle greed and heresy where they see it.

Yours,
Johann 'the Knife' Morris

Optional Rulings

Dear Scribe

I was wondering if other Mordheim players use the Optional Rules on page 160 in the rulebook. I have been playing Mordheim since its release and it was only by chance that I was flicking through the rulebook and found them. I have used them for the past fortnight and have to say they are a great little inclusion to the game. The specific Critical charts are great, as is the Escaping from Combat rule. Have other Mordheim players forgotten about these little gems, or is it just me?

Yours curiously,
John Hasselbank

A good point John. I must admit that I have rarely used these rules in my games, and now you have reminded me I will have a go with them in the future.

Keep writing and letting us know your thoughts. The e-mail address and the postal address are on the side bar.

Khemri The Land of the Dead

Slake ye thirst for blasphemous knowledge, weary traveller, with the fine wines of prose ensconced upon these nefarious pages. Read herein of the most ancient and foulest of abominations that dwell in the Lands of the Dead in perverse contradiction to the living – the of undying and unspeakably evil mummies...



By Tommy Muller, Brian Coggin, Steve Gibbs, Robert Walker & Terry Maltman.
www.grafixgibs.tripod.com/khemri/index.htm.com/lustria

Khemri - The Land of the Dead

This is the third installment of Khemri - The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekara. This section introduces new equipment, the Trading chart and a warband - the Undead Tomb Guardians.



Equipment

Snake Charmer's Flute

A warrior who possesses this item is able to transfix and control serpents. If the warrior does nothing for a whole turn, he may play the flute. If this happens, any serpent within 6" may not move or attack in their subsequent turn.



Magic Gourd

The power of the gourd may be used at the end of each battle. It will supply 1D3 units of water. Once the amount of water is determined, roll an additional D6 - on a roll of 6, the gourd's magic is exhausted and it shatters.

Venom Ring

The Venom Ring renders the wearer immune to the effects of all poisons.

Scorpion Ring

At the beginning of the battle the warrior is able to call forth a single Tomb Scorpion to fight for the warband if he can pass a Leadership test. The summoned scorpion will fight for a single battle only (use Tomb Scorpion from Tomb Guardians list).



Nomad Robes

Woven by native desert dwellers these robes enable the wearer to suffer only half penalties from Weather Conditions. The robes affect the following results on the Weather table:

It's Raining: The robe protects the warrior's equipment. When rolling a D6 each time that you fire a black powder weapon, the shot is only wasted on a 1.

Hot as Hades: A warrior wearing a Nomad Robe only suffers a penalty of -1 to WS and BS and he only requires the normal amount of water.

Hot: A warrior wearing a Nomad Robe suffers no penalty to WS or BS. If at least half of the warband are wearing Nomad Robes, they only require the normal amount of water.

Dust Storm: The robe has no effect - not even the Nomad Robes can protect the warrior from the ferocity of the storm. Apply rules for a Dust Storm as normal

Nehekharan Map

Maps of the Land of the Dead are rare. Accurate ones are even rarer. The shifting sands and dry riverbeds can render a map obsolete in a season. Use the rules for the Mordheim map in the rulebook.

Bota Bag

Like a wine skin it allows the owner to carry one more water unit than normal. Each character may only take one Bota Bag.



Price Chart

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Dagger/Jambiya	2 gc	Common
Club, Mace, Hammer or Staff	3 gc	Common
Axe	5 gc	Common
Halberd	10 gc	Common
Spear	10 gc	Common
Sword/Scimitar	10 gc	Common
Double-handed Weapon	15 gc	Common
Morning Star	15 gc	Common
Flail	15 gc	Common
Lance	40 gc	Rare 8
Ithilmar Weapon	3 x price	Rare 10
Gromril Weapon	4 x price	Rare 12

MISSILE WEAPONS

Item	Cost	Availability
Sling	2 gc	Common
Javelins	5 gc	Common
Short Bow	5 gc	Common
Bow	10 gc	Common
Throwing knives	15 gc	Rare 5
Pistol/Brace	15 gc/30 gc	Rare 9
Crossbow	25 gc	Common
Blunderbuss	30 gc	Rare 10
Duelling Pistol/brace	30 gc/60 gc	Rare 11
Crossbow Pistol	35 gc	Rare 9
Elf Bow	35+3D5 gc	Rare 11
Handgun	35 gc	Rare 9
Warlock Pistol/Brace (Skaven only)	35/70 gc	Rare 11
Repeater Crossbow	40 gc	Rare 7

ARMOUR

Item	Cost	Availability
Buckler	5 gc	Common
Shield	5 gc	Common
Helmet	10 gc	Common
Light Armour	20 gc	Common
Heavy Armour	50 gc	Common
Barding	80 gc	Rare 8
Ithilmar Armour	90 gc	Rare 10
Gromril Armour	150 gc	Rare 12

MISCELLANEOUS

Garlic	1 gc	Common
Net	5 gc	Common
Rope & Hook	5 gc	Common
Bota Bag	5 gc	Common
Magic Gourd	10 gc	Rare 7
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Black Lotus	10+D6 gc	Rare 9
(Not available to Witch Hunters, Warrior Priests or Sisters of Sigmar, Lizardmen and Forest Goblins Rare 7)		
Blessed Water	10+3D6 gc	Rare 7
(May not be bought by Undead)		
Tears of Shallaya	10+2D6 gc	Rare 12
(Not available to Possessed or Undead)		
Snake Charmer's Flute	10+D6 gc	Rare 9
Scorpion Ring	10+D6 gc	Rare 11
Holy (Unholy) Relic	15+3D6 gc	Rare 8
Venom Ring	20+2D6 gc	Rare 10
Nehekharan Map	20+4D6 gc	Rare 10
Healing Herbs	20+2D6 gc	Rare 8
Nomad Robes	25 gc	Rare 8
Warhorse	80 gc	Rare 11
(Available only to humans)		
Hunting Arrows	25+D6 gc	Rare 8
Mandrake Root	25+D6 gc	Rare 9
Wardog	25+2D6 gc	Rare 10
(Not available to Skaven)		
Mad Cap Mushroom	30+3D6 gc	Rare 9
Superior Blackpowder	30 gc	Rare 11
Dark Venom	30+2D6 gc	Rare 8
(Not available to Witch Hunters, Warrior Priests or Sisters of Sigmar, Dark Elves and Lizardmen Rare 6)		
Halfling Cookbook	35+3D6 gc	Rare 8
Crimson Shade	35+D6 gc	Rare 8
Cathayan Silk Robes	50+2D6 gc	Rare 8
Lamp of the Djinn	50+2D6 gc	Rare 12
Monkey's Paw	50+1D6 gc	Rare 10
Magic Carpet	50+4D6 gc	Rare 12
Holy Tome	100+D6x10 gc	Rare 8
(Only available to Warrior Priests)		
Tome of Magic	200+D6x25 gc	Rare 12
(Not available to Witch Hunters or Sisters of Sigmar)		

Tomb Guardians

The hordes of the dead are terrible to behold walking resolutely forward, bones rattling, dry flesh creaking, and clutching ancient and rusty weapons or those torn from the grip of defeated enemies. How can you kill what is already dead?

The first true human civilisation, Nehekara arose around the Imperial year -2500, in the area now called the Land of the Dead. This ancient kingdom was built along the river valleys of northern Nehekara. From the earliest period of their civilisation, the Nehekharans buried their dead in pyramid cities in the desert outside their townships and in the belief that the soul and spirit lived on for as long as the body remained intact. Their priests began to experiment with mummification so that the body would be preserved forever as would the soul giving eternal life. The Mortuary Cult was formed to study the arts of mummification and perform the rituals of awakening. After many centuries the priests discovered the secret and were able to mummify and preserve the bodies of their kings.

The king, his family, and trusted advisors were entombed in great sarcophagi, which were laid at the heart of the huge pyramids. As each generation passed, larger and more elaborate tombs were built as each king tried to out-do his predecessor. Eventually, in the deserts beyond each of the great cities, stood a necropolis – a city of the dead. As the years passed, these eerie cities grew even larger than the towns of the people who had built them. The tombs were guarded by titanic statues and fortified like great keeps, built to keep their inhabitants secure through all eternity from those who would disturb their graves. So vast and maze-like were these cities that bridges and walkways were built to span the gaps between the pyramid tops enabling easier access for the priests who maintain these sprawling conurbations.

The preservation of the body depended on the wealth and status of that person; a farmer would be buried in a small family tomb, while the kings, their family, and trusted advisors were entombed in great sarcophagi and huge pyramids. Every Nehekaran was buried with a number of items that they held dear; a rattle from childhood or perhaps the tools

of an artisan. The more wealthy the person, the more precious the items buried with him.

Not all mummies were once wealthy merchants or mighty warriors; artisans were highly regarded in the old Nehekaran Empire. These people were the builders and architects of the tombs. Indeed many were entombed in the structures they had worked on – a final reward from their patron.

Choice of Warriors

The Warriors of the Dead must include at least three models. You have 500 Gold Crowns with which to form your warband. The maximum number of models in the warband is 15.

Heroes

Tomb Lord: Your warband must include a Tomb Lord.

Liche Priest: Your warband may include a single Liche Priest.

Acolytes: Your warband may include up to two Acolytes.

Henchmen

Skeleton Warriors: Your warband may include any number of Skeleton Warriors.

Tomb Guards: Your warband may include up to two Tomb Guards

Giant Scorpions: Your warband may include up to three Tomb Scorpions.

Starting Experience

A **Mummy Prince** starts with 20 experience.

A **Liche Priest** starts with 8 experience.

Acolytes starts with 0 experience

Henchmen start with 0 experience

Undead Maximum Characteristics

Maximum characteristic values for Mummies, Liche Priests and Acolytes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord	4	6	6	5	5	5	5	4	9
Liche Priest	4	6	6	4	4	3	6	4	9
& Acolyte									

Tomb Guardian Equipment List

The following lists are used by Tomb Guardian warbands to pick their weapons:

UNDEAD EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Halberd	10 gc
Spear	10 gc
Morning Star	15 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Bow	10 gc
Asp Arrows*	10 gc
Nehekharan Javelin*	10 gc

* Tomb Lords only

Armour

Shield	5 gc
Light Armour	20 gc



LICHE PRIEST EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Staff	3 gc
Sword	10 gc
Morning Star	15 gc
Serpent Staff*	30 gc

* Liche Priests only

Missile Weapons

None

Armour

None



Tomb Guardian skill tables

	Combat	Shooting	Academic	Strength	Speed
Mummy	✓	✓	-	✓	-
Liche Priest	-	-	✓	-	-
Acolyte	✓	-	✓	-	-

Undead Special Rules

The warriors of the Tomb Kings are already dead and are unaffected by wounds that could daze or cripple a living warrior. Their lack of emotion means that they look upon Ogres and Youngbloods with equal ambivalence. These special rules apply to all warriors in the warband that have the special rule Undead.

Cause Fear: All Undead warriors cause *Fear*.

Immune to Psychology: All Undead warriors are immune to psychology and never leave combat.

No pain: All Undead warriors treat a Stunned result as Knocked Down.

May not run: No Undead warrior may run, but may charge as normal.

Immune to poison: No Undead warrior is affected by poison.

No Brain: Skeletons are not alive, thus they never gain experience.

Note: Tomb Lords don't actually learn new skills, rather they remember the skills they knew when they were alive. Liche Priests and Acolytes are also Undead but they have

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retained a form of living mind and are capable of learning from their experiences.

Flammable: The Tomb Lord is as dry as tinder and wrapped in bandages soaked in highly flammable resins and preservatives. A hit from a fire-based attack will cause double the normal number of wounds on it.

Do not Drink: Undead models do not need food and water. However any living animals that accompany the Mummies follow the water rules as normal.

Home Ground: The Tomb Guardians live in the Necropolises and have no trouble locating the hidden tombs in search of weapons and armour to help them defend their homes. A Tomb Guardian warband always roll one extra dice in the Exploration phase.

Special Equipment

Nehekharan Javelins

These warriors throw javelins equipped with a becket; a string wound around the javelin. When it is thrown, the javelin spins like a bullet increasing its accuracy.

Range: 8" **Strength:** As user

Special Rules: +1 to hit

Asp Arrows

Made from the mummified remains of poisonous snakes, these are guided through the air by ancient magic.

Special Rules: +1 to hit.

Serpent staff

The highest Liche Priests of their order carry staffs adorned with a serpent head as their badge of office. The staff is used with two hands and may be used to *Parry*. However, the Liche Priest may forgo all his normal attacks and parries in a round to use the power contained within the staff. A single word of command brings the serpent to life to attack their enemy. The staff always attacks first in close combat and makes a single attack with WS4 and S4.

0-1 Skeleton Chariot Cost: 200+10D6gcs

A Skeleton Chariot is made from the bones of the dead, pulled by two Skeleton Steeds and ridden by a member of the warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	4	4	3	-	-	-
Steed	8	2	2	3	3	1	2	1	5

SPECIAL RULES

Mounting – A charioteer may mount and dismount a chariot in the same way as a ridden steed.

Movement – A Skeleton Chariot normally moves at 8" and may not *run*. However, it may double its normal move when charging.

Difficult Ground – If a chariot moves over difficult ground it suffers D3 Strength 4 hits. If the chariot is charging over difficult ground, it suffers 2D3 Strength 6 hits.

Steeds – If one steed dies, the chariot is reduced to half movement but may still charge (also at half normal charge distance). However impact hits will no longer be effective. If both steeds die, the chariot is immobile and the charioteer must fight on foot.

Combat – Chariots are feared for their devastating charges that make use of their horrible scythed wheels that will cut down any warriors in their path. A charioteer is allowed to charge any enemy warrior that he can see who is in the open, he is not forced to charge the closest warrior. If the chariot moves more than half its normal move, it may make impact hits. Anyone directly in the path of a charging chariot is permitted an Initiative test to dodge out of the way and avoid being hit. The charioteer must roll to hit as normal, a successful hit causing a single wound at Strength 4 with a -2 armour save. At the end of the charge move, the charioteer may fight any enemy models in base contact, as if he had charged normally.

In combat, enemy warriors in contact may elect to strike the chariot or its driver. If hitting the chariot, the attacker must still make a to hit roll against the charioteer. If in base contact with only a Skeletal Steed, then only the steed can be hit.



Shooting – A chariot is a large target and a warrior gains +1 to hit when shooting at a chariot. If the chariot is hit, roll a D6 to see where it is hit: 1-2 steed, 3-4 chariot, 5-6 charioteer.

New Skill

Drive Chariot (academic)

Chariots are very difficult to control and a warrior must have this skill to drive a chariot effectively in combat. A charioteer without this skill cannot charge.



Heroes

1 Tomb Lord

150 gold crowns to hire

The legions of the dead are led by Tomb Lords, trusted officers and captains in the Nehekharan armies. But not all Tomb Lords were soldiers in life and some were the great engineers and artisans who constructed the Necropolises and were granted mummification for their accomplishments

Profile	M	WS	BS	S	T	W	I	A	Ld
Mummy	4	4	3	4	5	3	3	2	8

Weapons and armour: The Tomb Lord may have equipment from the Undead Equipment list.

SPECIAL RULES

Leader: The Tomb Lord is the warband's Leader and follows all the rules for Leaders.

Undead: The Tomb Lord is undead and follows all rules for the Undead.



0-1 Liche Priest

55 gold crowns to hire

The Mortuary Cult perfected their magic over a thousand years until the Cult could cheat death itself. The priests now hold a unique kind of power, standing by the Tomb King's side – they alone are able to invoke the power that allows the Tomb King's armies to march to war.

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest	4	2	2	3	3	1	3	1	7

Weapons and armour: The Liche Priest may have equipment from the Liche Priest Equipment list. Note he may not wear armour as it interferes with his spell casting.

SPECIAL RULES

Wizard: The Liche Priest is a Wizard and uses Liche Priest scrolls (see the Liche Priest section for more details).

Undead: The Liche Priest is undead and follows all rules for the Undead.



0-2 Acolytes

20 gold crowns to hire

The Mortuary Cult has been a very large influential priesthood in the Land of the Dead for centuries. Acolytes to the Cult have to study long and hard (even beyond death!) before they can assume the mantle of Liche Priest. During their apprenticeship to the Liche Priests, Acolytes have to perform all of the menial tasks as well as protect their masters from harm.

Profile	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	2	2	3	3	1	3	1	7

Weapons and armour: The Acolyte may have equipment from the Liche Priest Equipment list.

Undead: The Liche Priest is undead and follows all rules for the Undead.

Henchmen (bought in groups of 1-5)

Skeleton Warriors

20 gold crowns to hire

With the coming of Nagash and his great ritual, the inhabitants of the Necropolises were brought back to the land of the living. The kings and lords once more command their legions, but this time the legions are made up of skeletons rather than living soldiers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	5

Weapons and armour: Skeletons may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: Skeletons are undead and follow all rules for the Undead.

0-2 Tomb Guardians

30 gold crowns to hire

As the kings and lords were awakened, so too were their bodyguards, the Tomb Guards; faithful in death as they were in life. Often armed with the best armour and weapons, they are always at their lord's side.

Profile	M	WS	BS	S	T	W	I	A	Ld
Guard	4	3	2	4	3	1	3	1	5

Weapons and armour: Tomb Guards may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: The Tomb Guards are undead and follow all rules for the Undead.



0-3 Tomb Scorpions

15 gold crowns to hire

Vast nests of scorpions infest the ancient Necropolises of Khemri, dwelling in the dark cracks and niches of the tombs, aggressively defending their home. Liche Priests can summon these poisonous creatures and direct them to attack any invaders.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scorpion	5	2	-	2*	2	1	4	1	4

Weapons and armour: Scorpions don't use weapons or armour.

SPECIAL RULES

Living: Scorpions are living beings and are affected by Psychology as normal. However as they are small desert creatures they do not need water.

Animals: Scorpions are animals and do not gain experience points.

Scorpions sting*: Scorpions attack using the poisonous sting in their tails. This attack is worked out exactly as if the scorpion was attacking with Black Lotus as explained on page 52 of the Mordheim Rulebook.



The Pyramid...

Ankhatep stood atop his Great Pyramid and scanned the horizon, the freezing night wind whipping around his mummified body. He felt nothing though; after all, he had been dead for countless centuries. Ankhatep knew his land well; he had grown up here when the people of his youth used the great river to irrigate the fertile land. That though had been so long ago...

His eyes came to rest on the lights that shone on the horizon. It was less a settlement, more of a collection of tumbledown shacks and tents around a mud and clay well.

The well...

Ankhatep hated the water and cursed the living ones who relied on it. The water drew warriors to the area - warriors who in their audacity came to steal his burial treasures. He had seen the new warriors arrive as the sun set last and he knew that later that day they would come.

Fools...

In life, Ankhatep had commanded a vast army of fanatically loyal warriors, in death nothing had changed. His personal bodyguard, a whole legion, had been sealed into his Great Pyramid when he was laid to rest. Now they stood ready for his commands once again.

"I can sense them, my Lord." Shabar, the Liche Priest had come to his master's side. Ankhatep ignored the priest, lost in his own world of sorrow and bitterness. Shabar waited patiently. His master's propensity for violence towards those who interrupted his thoughts was well known. Despite the reliance of the Tomb Kings on their Liche Priests, Shabar was the third to serve Ankhatep since the Great Awakening.

The sun had broken the horizon when Ankhatep deigned to reply. "Gather my warriors." His voice was barely a whisper, carried away in the breeze, but Shabar had no problem hearing his master. Centuries of familiarity had seen an almost telepathic link develop between master and servant.

"By your divine command." Shabar replied, and returned into the blackness of the pyramid.

Ankhatep could clearly see the approaching invaders. Twelve arrogant mortals walking to their doom; 'Will they never learn?' Ankhatep mused...

Two hours passed and the once cold wind was replaced by the scorching heat of the still rising sun.

'Why do they keep coming to their certain doom?' Ankhatep's mind pictured all those that had come before; all those whose sun-bleached bones now littered the desert around his Great Pyramid.

Ankhatep could hear the droning of Shabar as he read the Chant of Awakening deep inside the pyramid. These mortals would pose no problem to his guards, but Ankhatep thirsted for battle. He entered the maze of corridors within the pyramid, picked up his gold-hilted scimitar and waited.

Shabar's monotone suddenly stopped, punctuated by the rattling of dozens of bones. Phelias and Ptarn, Ankhatep's two loyal lieutenants came to his side as his warriors filed behind. He looked at each of them and wordlessly stepped towards the pyramid's entrance. They followed, each clutching an elaborately engraved halberd.

As they stepped into daylight the mortals stifled gasps of fear and astonishment. This would be a short fight...



The Mortuary Cult

The Mortuary Cult was formed long ago to learn the mysterious arts of mummification and perform the hidden rituals of awakening. After many centuries, the priests discovered the secrets they were seeking and were able to mummify and preserve bodies. The Mortuary Cult perfected their magic over a thousand years until the cult could cheat death itself. When Nagash performed his Great Ritual, raising the dead of Nehekhar, the priests rose as Liche Priests, undead beings with a mind of their own. Their experiments had given them eternal unlife. The Liche Priests now hold a position of great power, standing by the Tomb King's side – they alone are now able to invoke the power that allows the Tomb King's armies to march to war.

The Mortuary Cult Liche Priests do not use the evil Necromancy spells, instead they use a system of ancient scrolls. In game terms, the scrolls work just like normal spells and the Priest must test to see if he can read the incantation out correctly, as normal; not an easy task in the middle of a fight.

Khemrian Names

The following is a list of names of Egyptian Pharaohs you can use and at the end are a few other names that I have found. These were taken from a Swedish book so the spelling might be different in English. Female names have been marked with (f). In the Egyptian

society, females were equal to males in many areas; there were female temple-priests, artisans, merchants and Pharaohs.

Nebka, Djoser, Snefru, Khaba,
Huni, Cheops, Khufu,
Radjedef, Kefren, Menkaure,
Shepseskaf, Userkaf, Sahure,
Neferirkare, Shepseskare,
Neferefe, Niuserre,
Menkauhor, Djedkare, Unas,
Teti, Pepi, Merene, Nitocris (f),
Qakare, Neferkaure, Neferkauhor,
Mentuhotep, Inyotef, Amenemhat, Senusret,
Sebeknefru (f), Ahmose, Amenhotep,
Tuthmosis, Hatshepsut (f), Akhenaton,
Smenkhare, Tutankhamon, Ay, Horemhab,
Ramses, Seti, Merneptah, Amenmesse, Siptah,
Tawosret (f), Sethnakht, Lynaferet (f),
Senedjem, Imhotep.



If you want to design your own names that will sound Egyptian or tweak the name of a Pharaoh, I found these trends in the names above. Many names start with Men-, Mer-, Mern-, Kef-, Nef- and Tut-. Many names end with -kaure, -kaf, -kare, -khare, -kauhor and -hotep. Some names end with Ptah or start with Set- or Seth- and these are names of Egyptian gods. You can use er, an, tu and e to bind the names together.

NEXT ISSUE...

Fynde here the Guardians of the sands, the Arabian Tomb Raiders warband.



Mortuary Cult Scroll

The Liche Priest's magic is preserved in magical scrolls that date back to Nagash's time as High Priest of the early Nebekbaran civilisation.

D6 Result

1 Menkare's scroll of Urgency

Difficulty 6

The Liche Priest reaches out to urge an Undead warrior forward. A single Skeleton Soldier within 6" may immediately move again up to its maximum Movement distance, ie, 4". If this takes the model into base contact with an enemy model, it counts as charging.

2 Horrebe's Curse of the Mummy

Difficulty 8

The Liche Priest amplifies the curse that all mummies bear, and focuses it against a single enemy model. The target must be in base-to-base contact with a Mummy and within 18" of the Liche Priest. If the spell is cast successfully, the enemy model has a -1 penalty on all to hit, and to wound rolls, and on all armour saves. This lasts until the start of next the Tomb Guardian Shooting phase.

3 Tawosret's Scroll of Tomb Dust

Difficulty 7

The Liche Priest can command the sand around him to assault a single warrior within 12". The warrior is automatically knocked down as he chokes on the sand. This spell only affects a living model.

4 Neferre's Scroll of Quaking Horror

Difficulty 7

The Liche Priest selects a warrior within 12" who is beset by terrible, haunting visions of his own death. The model must pass a Leadership test or flee 2D6" directly away from the Liche Priest. The warrior will continue to flee in each Movement phase until he makes a successful Rally test in the Recovery phase. This spell has no effect on Undead models or models that are immune to psychology.

5 Merneptah's Scroll of the Scarab Song

Difficulty 7

With a short, rasping chant, the Liche Priest summons a swarm of scarabs, which burrow up through the ground, and all over an enemy warrior. A single model within 8" of the Liche Priest suffers 2D6 Strength 1 hits. In addition, that model may not be shot at for the rest of the Tomb Guards Shooting phase, nor may he fight or be fought in hand-to-hand combat. If the model is already in hand-to-hand combat, move him 1" away from the combat as he staggers about in agony. Unless he suffers an actual injury the warrior counts as having just stood up in the next turn.



6 Djedre's summonation of the Vengeful Dead

Difficulty 5

The Liche Priest may re-animate a Skeleton Soldier that went out of action during the last turn. Place the model anywhere within 6" of the Liche Priest, but not straight into hand-to-hand combat with an enemy model.



The Warhammer range contains a massive selection of Undead. Here's a suitable selection of mummies and their like. The Armoured Skeletons make excellent Tomb Guardians.



MUMMY 2



MUMMY 1



MUMMY 3



MUMMY 4



LIGHT WIZARD
Can be used as Liche Priest



ACOLYTE 1



ACOLYTE 2



SCORPION SWARM
Can only be purchased as a swarm from
Mail Order but for game purposes can be used
singularly or on a swarm base.



ARMOURED SKELETON
WITH SPEAR 1
020703601



ARMOURED SKELETON
WITH SPEAR 2
020703602



ARMOURED SKELETON
WITH SPEAR 4
020703604



ARMOURED SKELETON
WITH SPEAR 5
020703605

The Watchtower

This section is to keep you up to date with what is going on with Mordheim. We'll be publishing New Rules (NR) and Experimental Rules (ER). The New Rules have to be used where applicable, while the Experimental Rules are optional and can only be used with an opponent's consent. If the feedback on the Experimental Rules is positive enough we'll upgrade them to New Rules status in future issues of Town Cryer.

Every issue of Town Cryer will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the New Rules, Experimental Rules and errata that currently apply to the Mordheim skirmish system. More importantly, it will tell you where you can find this information by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photocopied versions from Mail Order for a small fee, and/or you'll be able to find electronic versions of the rules on our web site. We also plan to periodically consolidate any New Rules into supplements that we'll print.

New Rules

Opulent Goods
Rules for buying luxurious wares.
WD239 (Town Cryer 2/Best of TC).
Random Happenings
Events tables for Mordheim.
WD240 (Town Cryer 3/Best of TC).
Dwarf Treasure Hunters
Dwarf warbands.
WD241 (Town Cryer 4/Best of TC).
Chaos on the Streets
Rules for multi-player games.
WD242 (Town Cryer 5/Best of TC).
Da Mob Roolz
Orcs in Mordheim.
WD243 (Town Cryer 6/Best of TC).
Show me the Money
New hired swords.
WD243 (Town Cryer 6).
Beastmen Raiders
Rules for Beastmen warbands.
Town Cryer 7.
Designer's Cut
Tuomas Pirinen adds more choice rules to the mix. Town Cryer 8.
Sons of Nagaryte
The Shadow Warrior warband.
Town Cryer 10.
Averlanders
A new warband. Town Cryer 10.
Ostlander Mercenaries
A new warband. Town Cryer 11.

Q & A

Official errata and answers
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Ulli & Marquand
Two new Dramatis Personae.
Town Cryer 13.
Subplots
Town Cryer 13.
Out of the Mists
Playing in Albion. *Town Cryer 15.*

Experimental Rules

Ye Olde Curiosity Shop
Rules for extra weapons, equipment and skills. *Town Cryer 7.*

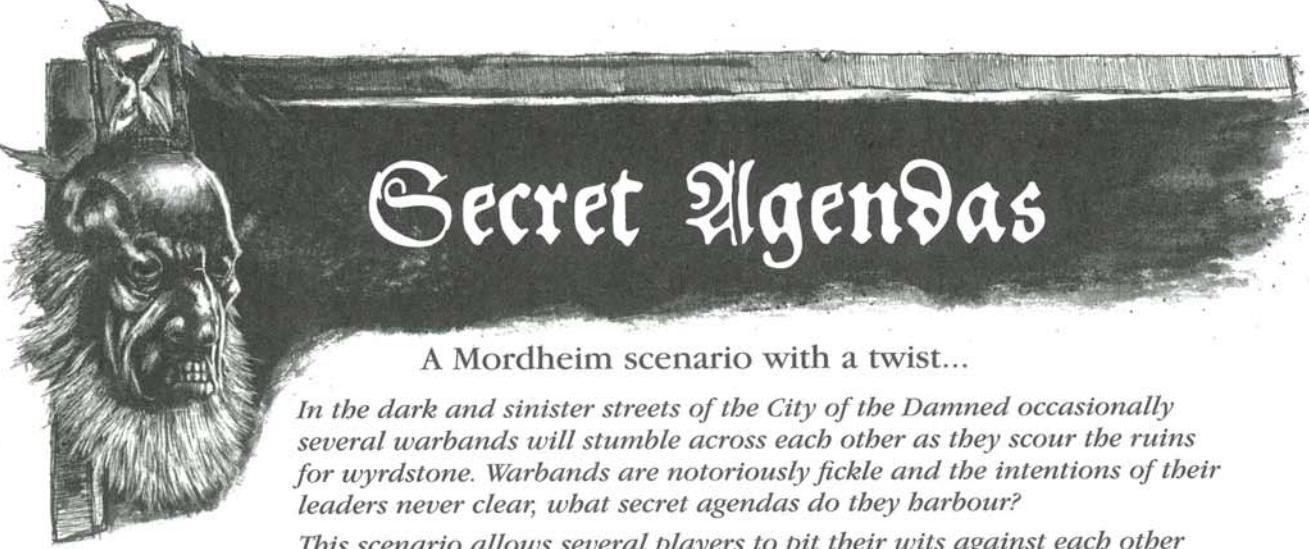
Sewer Rats
Rules and scenarios for sewer fighting.
Town Cryer 7.
Wolf Priest of Ulric
Wolf Priest characters.
Town Cryer 8.
Let the Damned Burn!
Arson and fires in Mordheim.
Town Cryer 8.
Bretonnian Warbands
A new Warband. *Town Cryer 8.*
Sawbones
A trip to the Apothecary
Town Cryer 8.
In the Mouth of Madness
Rules for insanity! *Town Cryer 8.*
Shiver Me Timbers!
Pirate warbands. *Town Cryer 9.*
Lustria – Cities of Gold
A new setting. *Town Cryers 10-15.*
Lords of the Night
New skills and abilities for Vampires.
Town Cryer 11.
Priest of Morr
A new character. *Town Cryer 12.*
Fortune Hunters
New hired swords. *Town Cryer 13.*
Blazing Saddles
Expanded Mounted rules.
Town Cryer 14.
Pit Fights
Fighting in the pit! *Town Cryer 14.*
Dark Rituals of the Chaos Gods
Summon Daemons. *Town Cryer 14.*
Wyrdstone Powers
Town Cryer 15.
Khemri – The Land of the Dead
A new setting. *Town Cryer 16-18.*
Kislevites
A new warband. *Town Cryer 16.*



Miscellaneous

City of Nightmares
Mark Bedford's Skaven take on Alessio's Reiklanders.
WD238 (Town Cryer 1/Best of TC).
Before the Comet
Introductory fiction.
WD239 (Town Cryer 2/Best of TC).
Mordheim Architecture
Nigel Stillman's scenery.
WD239 (Town Cryer 2/Best of TC).

Witch Hunt
Battle report between Possessed and Witch Hunters.
WD242 (Town Cryer 5/Best of TC).
Kidnapped!
New Scenario by Tuomas Pirinen.
WD243 (Town Cryer 6/Best of TC).
Scourge and Purge
A scenario by Donato Ranzato.
Town Cryer 7.
Mordheim by Night
Michael Walker chats about Mordheim.
Town Cryer 7.
The Forbidden Square
A scenario by Christian Ellegaard.
Town Cryer 8.
Stake Out
Gav Thorpe sets out an interesting scenario. *Town Cryer 8.*
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Customising Ye Warband
Notes on giving your Warband that Latino flavour. *Town Cryer 9.*
The Architect's Guide
More tips on building scenery.
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The Lair of the Snake
Another scenario by Christian Ellegaard.
Town Cryer 9.
Narrative Campaigns
Dylan Owen talks us through his narrative campaign.
Town Cryer 9.
The Foulness below Mordheim
A narrative campaign by Donato.
Town Cryer 10.
The Mine
A quick scenario by Paul Smith.
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The Caravan
Our scenario competition winner.
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Rivers of Blood
Scenario with special rules.
Town Cryer 12.
Night of the Headless One
Scenario. *Town Cryer 12.*
Arcane Architecture
Modelling buildings.
Town Cryer 12.
Sword of the Herald
Scenario. *Town Cryer 13.*
The Mummy
Undead Scenario. *Town Cryer 15.*
Death Stalks the city
Rules for using the Death Tarot Card in Mordheim. *Town Cryer 17.*
Mission Objectives
Additional objectives for multi-player games. *Town Cryer 18.*



Secret Agendas

A Mordheim scenario with a twist...

In the dark and sinister streets of the City of the Damned occasionally several warbands will stumble across each other as they scour the ruins for wyrdstone. Warbands are notoriously fickle and the intentions of their leaders never clear, what secret agendas do they harbour?

This scenario allows several players to pit their wits against each other where their respective objectives are known only to themselves with the intention to create the suitable level of paranoia applicable to the game.

Unlike most scenarios this game of Mordheim uses the Order Cards printed on the page opposite and the multi-player rules from Best of Town Cryer. Either cut them out or photocopy them if you do not wish to cut up your issue of Town Cryer. This scenario is best used in multi-player games.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower or other similar item. After that, four buildings are nominated (either by players in turn, randomly or by an appointed referee) which are to play an important role within the scenario.

Warbands

Players use the normal warband set-up rules for multi-player games (Chaos on the Streets see page 30 of the Best of Town Cryer).

Starting the game

Each player rolls a D6. The player who scores the highest takes the first turn and order of play proceeds clockwise around the table (based on where players deployed their warbands).

Order Cards

When the game begins, each player draws an Order card at random. The purpose of this scenario is to meet the victory conditions on the card.

Ending the Game

As soon as one of the warbands achieves their objective the game ends and that player is victorious. Or, if all of the warbands have Routed bar one then the surviving warband is the winner.

Experience

+1 Survives If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action Any Hero earns +1 Experience for each enemy he put out of action.



Extermination

The enemy warband must be destroyed at all costs, no mercy is given or asked for!

Victory Conditions

Put at least five members of the warband to your left Out of Action.

Note

If you put three warband members OOA, you win if the enemy is routed.



Wanted

The Burgermeister has a large bounty on an enemy leader's head. If you collect you're quids in.

Victory Conditions

Put at least five members of the warband to your right Out of Action.

Note

If you put three warband members OOA, you win if the enemy is routed.



Old Enemy

You've known him for years although you are not friends, he has bounded you for most of your life but no more, for today you will finish this!

Victory Conditions

Put the leader of the warband to your left Out of Action.

Note

Your heroes are subject to *Hatred* of the leader of the enemy warband



Total Control

The territory is rich in wrydstone. You must to control the area to garner its wealth.

Victory Conditions

Survive to the end of the game (not rout).

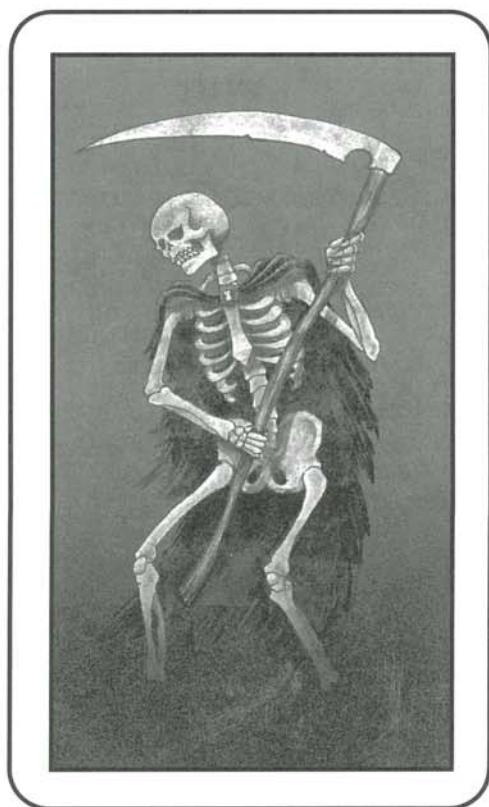
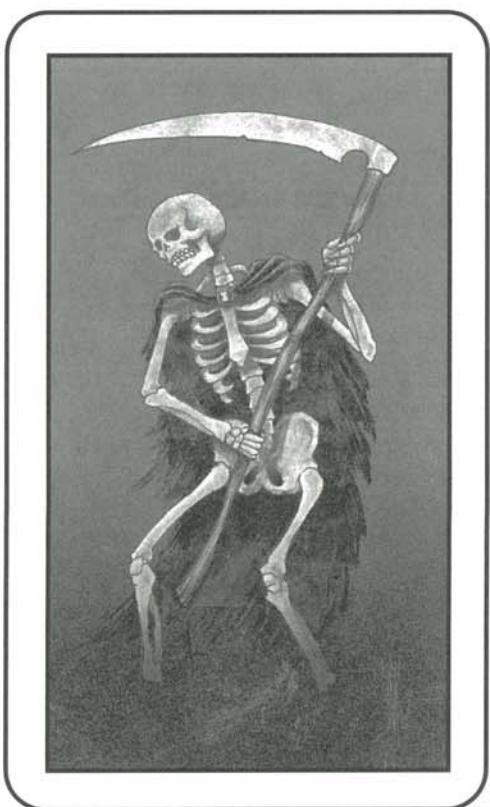
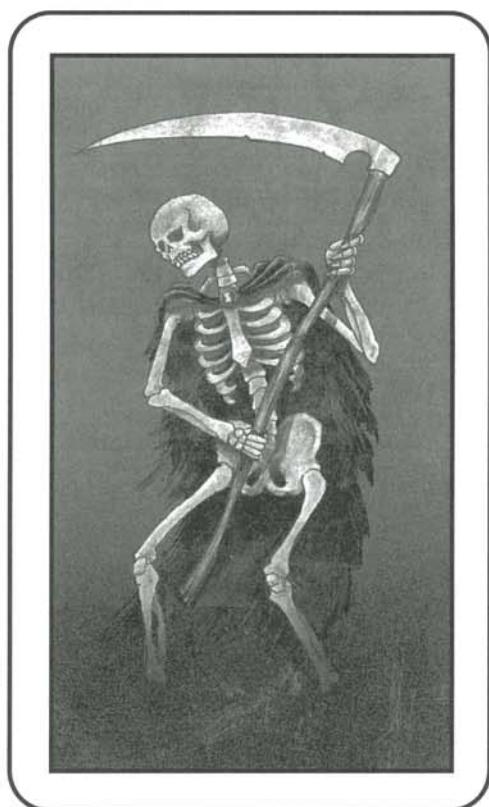
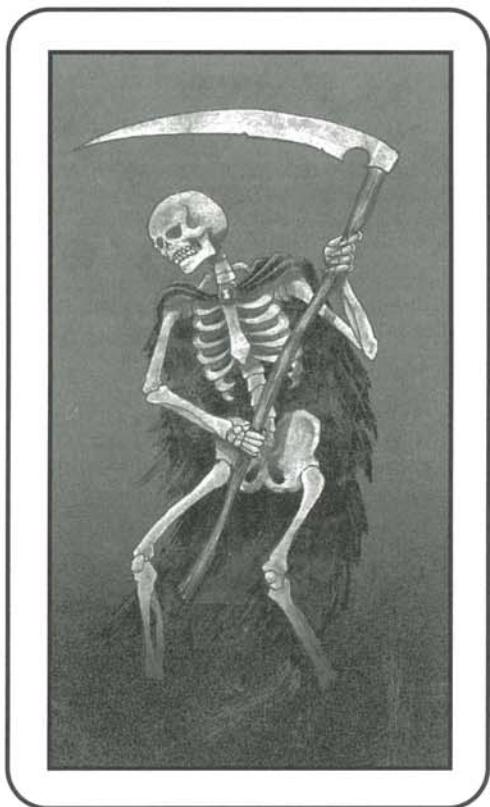
Victory Bonus

You may roll an additional two dice in the Exploration phase.



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Breakthrough

A rival gang is cutting off your way through the streets. Freedom of movement is not something to be taken lightly in Mordheim.

Victory Conditions

Move at least one Henchman group off of the opposing warband's table edge.

Note

All Heroes start with one piece of wyrdstone each.

If a Hero goes Out of Action, he drops the wyrdstone where he falls.

Search

A great treasure is here!

Victory Conditions

Search through the buildings allocated 1-3.

Note

At the end of the Movement phase a warrior in an allocated building may search it. Roll 1D6. On a score of a 4+ he has found something. A searching warrior cannot perform any other action. Each building can only be searched successfully once.

Victory Bonus

You may roll one additional dice in the Exploration phase.

Occupy

Territory is hard fought for in Mordheim so Warbands understandably will fight to keep it.

Victory Conditions

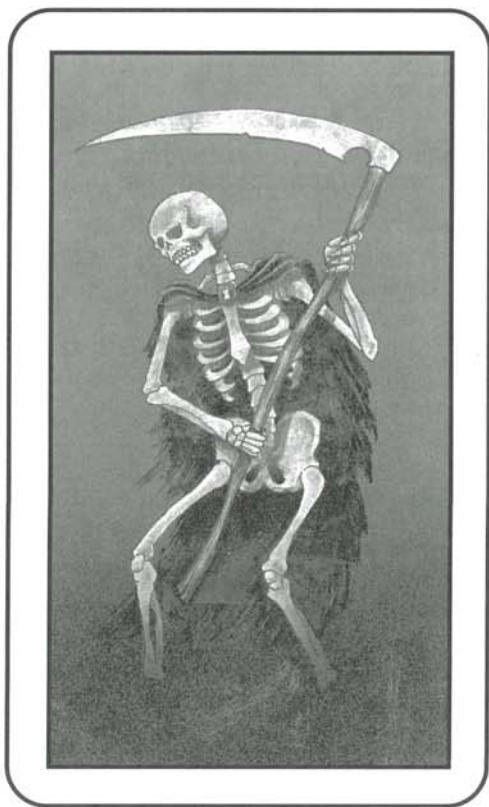
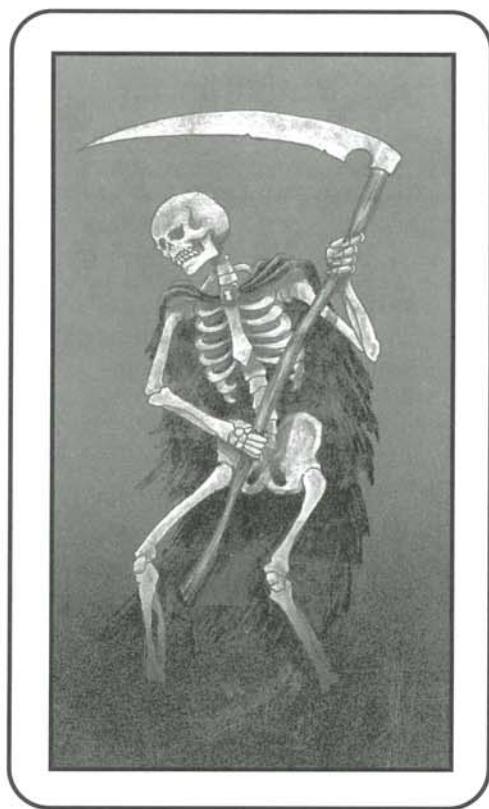
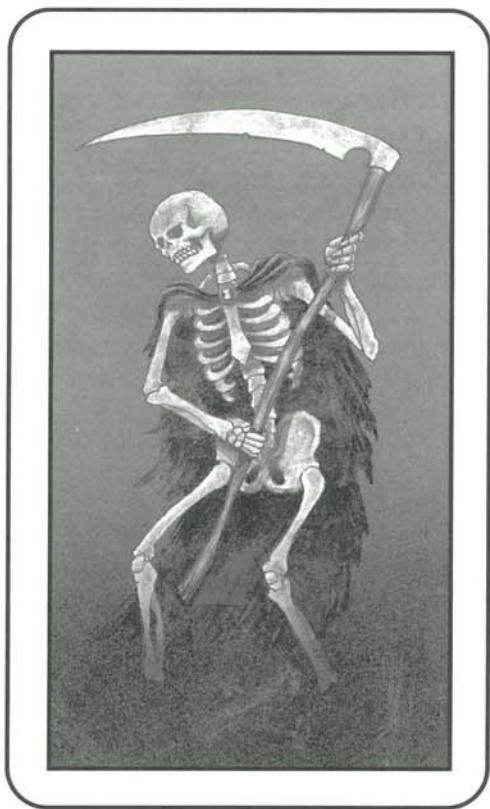
The objective is to occupy allocated buildings 1 & 4 for three turns simultaneously. A building is occupied if at least one of your standing models is inside and no enemy models are also inside the building.

Victory Bonus

One shard of wyrdstone for each Hero who is inside the objective buildings at the end of the game, up to maximum of three shards.



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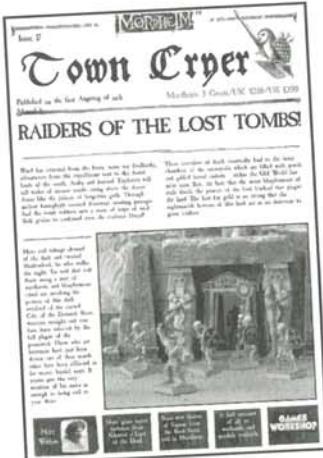
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Cry of the Banshee

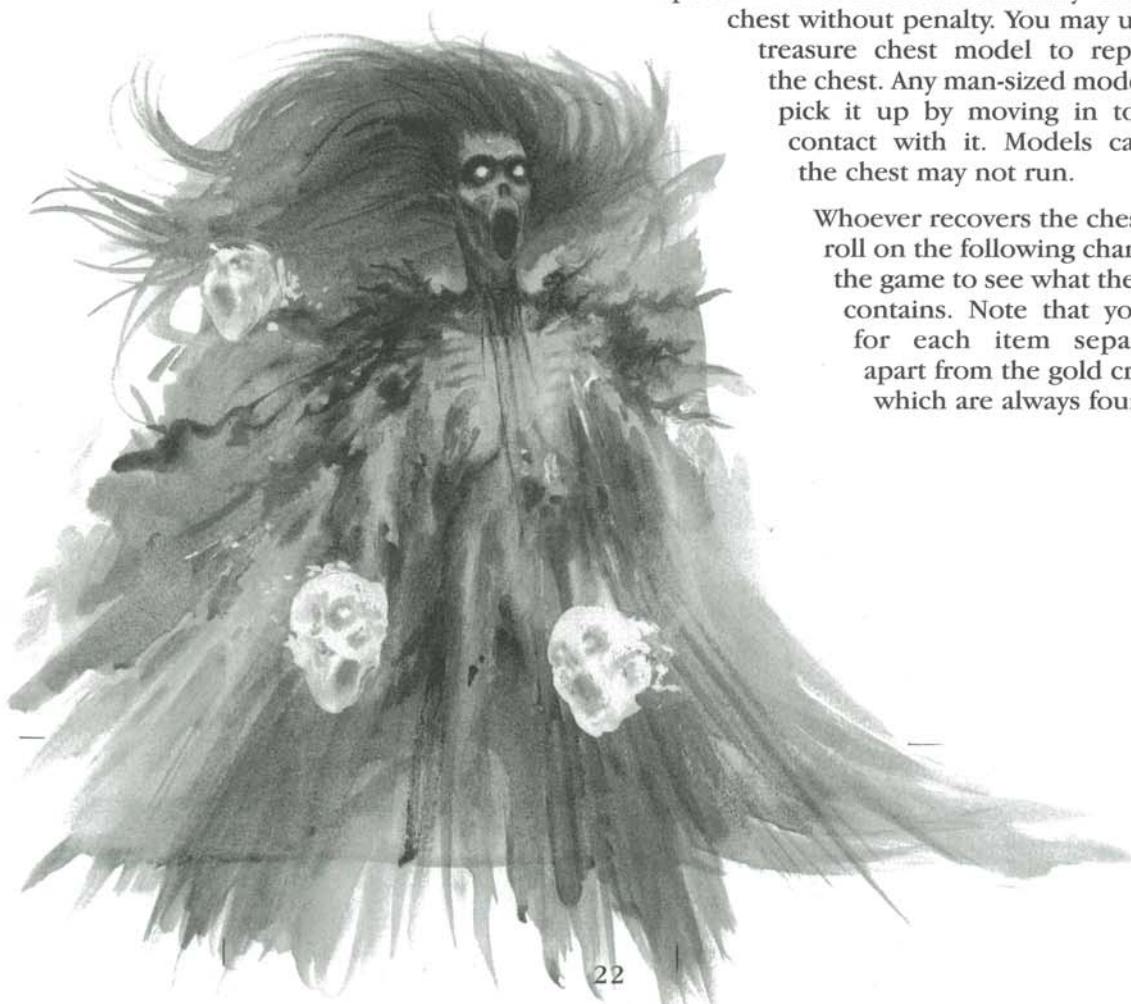
There is a rumour that treasure of unimaginable wealth lies in the ruins of an old house. Unfortunately, it is also rumoured that the treasure is guarded by an evil spirit whose howl is so terrible it will make you go mad. Two rival warbands have heard about this house and have come to loot the treasure, if they can...

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set-up up within an area roughly 4'x4'. The first building should be placed in the centre of the table, and the objective of the scenario is within this building.

Set-up

Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side.



Special Rules

All the warriors (not animals!) in each warband know roughly what they are looking for. In the building in the centre of the table is a treasure chest guarded by a Banshee. At the beginning of the game the Banshee will stay beside the treasure chest until a model moves within 2' of her position, at which time she will begin her turn as if she was a third player. Her actions are dictated as follows and may be controlled by an opponent or a third party. She must always move her maximum move toward the closest model as if she is drawn by their life force (or undead life force in the case of Undead warbands). She will always ignore models knocked down or stunned. She must always charge the closest standing model if able to do so, measure first. She must always howl at the closest model if able to do so.

After retrieving the chest from the centre building, the warrior must then take it to safety via his own table edge. Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without penalty. You may use the treasure chest model to represent the chest. Any man-sized model may pick it up by moving in to base contact with it. Models carrying the chest may not run.

Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always found.

by the infamous bard Michael Reuvers

Items	D6 Result Needed
<i>D3 pieces of wyrdstone</i>	4+
<i>5D6x gc</i>	Auto
<i>Holy relic</i>	5+
<i>Suit of heavy armour</i>	5+
<i>D3 gems worth 10 gc each</i>	4+
<i>Elven cloak</i>	5+
<i>Holy tome</i>	5+
<i>Magical artefact</i>	5+

Profile	M	WS	BS	S	T	W	I	A	Ld
Banshee	8	3	0	3	4	2	3	2	8

Ethereal: Banshees are insubstantial creatures whose bodies are ethereal. They can move through solid objects and therefore suffer no movement penalties for moving over difficult terrain or obstacles. They can move through buildings, but not living creatures.

Because they are insubstantial creatures, they cannot be harmed in combat except by attacks from magical weapons or Daemons (ie the Possessed) and are affected by spells as normal. They can still be beaten back in hand-to-hand combat as they can not bear the touch of iron weapons. If hit by an iron weapon the Banshee will flee 3D6" in the direction chosen by the attacker, to represent the direction his blow has driven her in. During the Banshee's next turn she may move normally. If the Banshee is driven off the table she is considered vanquished.

Ghostly Howl: A Banshee is capable of emitting an eerie howl that brings death to mortals. Even the distant shriek of a Banshee is enough to strike horror into the hearts of the bravest man, but anyone hearing the constant wail of a Banshee will almost certainly die of sheer fright.

The Ghostly Howl of a Banshee is used in the Shooting phase. A Banshee may use it even if engaged in hand-to-hand combat, but only against the unit it is fighting. The attack has a range of 8". The Banshee can target any model within this range and does not need line of

sight to the model. Roll 2D6+2 and deduct the Leadership value of the model. For each point by which the roll beats the target's Leadership, the target suffers 1 wound.

Cause Fear: Banshees are terrifying Undead creatures and therefore cause *fear*.

May not run: Banshees are slow Undead creatures and may not run (but may charge normally).

Immune to Psychology: Banshees are not affected by psychology.

Immune to Poison: Banshees are not affected by any poison.

Body: Once the Banshee's wound is reduced to 0 it is automatically out of action.

Starting the game

Roll a D6. The player rolling highest has the first turn.

Ending the game

When one warband gets the treasure to safety, or when both warbands have failed a Rout test, the game ends. If the warband that has the treasure chest fails a Rout test then the treasure chest is dropped where it is.

Experience

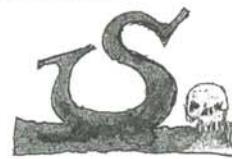
+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. A Hero earns +1 Experience for each enemy he puts out of action

+2 For retrieving the chest. The warrior earns +2 Experience for carrying the chest off to safety. If more than one warrior is carrying the chest then each warrior can only gain +1 Experience. Note if one or more of a Henchman group is carrying the chest the group will only gain the experience bonus once.

+3 For vanquishing the Banshee. The warrior earns +3 Experience for vanquishing the banshee. This means either killing it or driving it off the table.



MORDHEIM

Catalogue

These pages have a complete listing of all of the models and printed material available for Mordheim. Just get in touch with your local GW Mail Order department or visit the GW website: www.games-workshop.com to find out prices and how to order.

Boxed Sets & Mags

Mordheim boxed game
Best of Town Cryer
Town Cryer 8
Town Cryer 11
Town Cryer 12
Town Cryer 13
Town Cryer 14
Town Cryer 15
Town Cryer 16
Town Cryer 17
Blood on the Streets (building pack)
Human Mercenaries (8 figures)
Skaven Warphunters (10 figures)
Undead Warband (9 figures)
Witch Hunter Warband (8 figures)
Possessed Warband (7 figures)
Sisters of Sigmar Warband (8 figures)

Kislevites

Young Bloods (3 figures + weapon blister)
Henchmen (3 figures + weapon blister)
Captain or Champion (1 figure + weapon blister)
Bear + Handler (2 figures)

Hired Swords

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Halfling Cook
Dwarf Trollslayer
Freelance Knight (2 figures)
Ogre bodyguard
Pit Fighter
Elf Ranger

Marienburgers

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Champion
Youngbloods (2 figures)

Middenheimers

Captain
Champion
Youngbloods (2 figures)

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Captain
Champion
Youngbloods (2 figures)

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Matriarch
Sister Superior
Novices (2 figures)

Witch Hunters

Sigmarite Warrior Priest
Witch Hunter
Captain

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Warhounds (3 figures)

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Black Skaven
Night Runners (2 figures)
Clan Eshir Sorcerer
Rat Ogre

The Possessed

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Possessed
Magister
Dark Soul
Brethren (3 figures)

Undead

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Necromancer
Human Dreggs (2 figures)

Averlanders

Human Mercenaries (3 figures)

Shadow Warriors

Shadow Master
Warriors with bows (3 figures)
Warriors Command (2 figures)
Warriors with swords (2 figures)

Ostlanders

Human Mercenaries with double-handed weapons (3 figures)
Human Mercenaries with missile weapons (3 figures)

Dramatis Personae

Veskit, High Executioner
Bertha Bestraufung
Nicodemus
Ulli & Marquand (2 figures)
Johann the Knife

Amazons

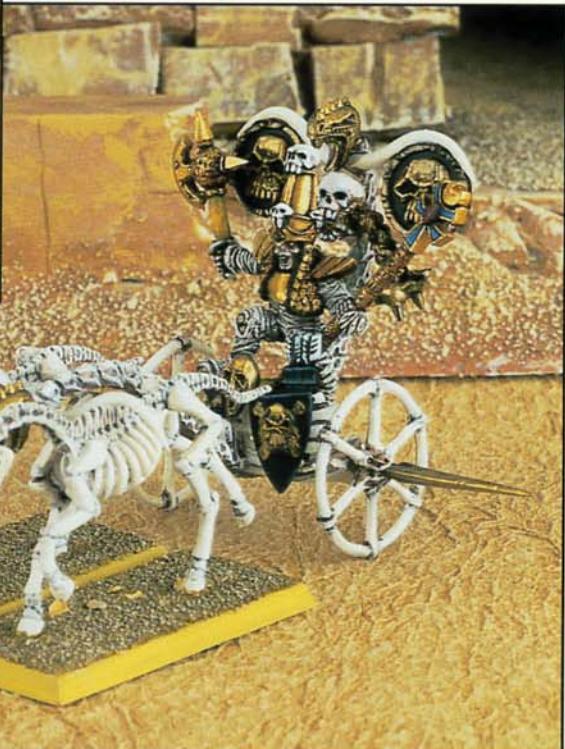
Serpent Priestess
Piranha Warrior
Eagle Warrior
Warriors (3 figures)
Jaguar Warrior (3 figures)

Khemri - The Land of the Dead

Read all about the Tomb Guardians Warband in the Khemri alternate setting



No Tomb Guardian warband is complete without one
- Liche Priest (left)



A Mummy Tomb Lord may lead his warband to battle from the back of a skeleton chariot if he desires...



Reikland Mercenaries exploring the ruins of Khemri get more than they bargained for as they stumble across a Mummy and his Tomb Guardians.

Town Crier

FOR SALE

Large quantity of finest Khemrian bandages.

One previous owner.

See Henrik 'Altdorf' Johannes
Old University of Mordheim

Mordheim Tourist Board presents:

CURSED CITY TOURS

See the amazing sights of a city in turmoil. See the Sister's Abbey (from a safe distance!). Throw yourself in the Pit. See friends and relations eaten by mutated beasts. Catch warbands beating the @*!& out of each other.

*All for the price
of one shiny farthing*

Seek Dirty Frank at the gatekeeper's cottage.

PATRONAGE OF SISTER CLEMENTINE SIGMAR'S ORPHANAGE FOR MAIDENS

Open to girls of all ages. If you are lost and alone, runaway from home, parents missing after a recent Chaos raid then do not hesitate to contact Sister Clementine of the Orphanage of Sigmar's Divine Majesty. You will be raised in the glorious might of Sigmar's loving bosom.

Let Sigmar's blessing fall upon the children of the Empire

(No foreigners, especially Bretonnians)



5 011921 949656 >



Fresh Blood Needed

Immediate openings available for all positions within Capt Johann Relynn's Privateers following attack by Undead. No experience necessary especially in fighting the living dead. Handsome pay.

Call in at the cemetery on Rock St, two hours after sunset.

Found

Dwarf Axe: Covered in strange glowing runes. Would the owner please remove it from Grak the Ogre's head as it is causing irritation to his thinking.

Karl Von Braun

SINNERS & HERETICS FYNDE SALVATION!

The Seekers of the Truth and Light of Sigmar will be holding Faith Healing and Self-Flagellation workshops every second Festag at the Temple of the Divine Fiery Wrath.

Free Admission

Bring your own flail

One lucky admittant shall be buried upon the pyre for the honour, greatness and justness of our Lord Sigmar

By thee proclamation of Cardinal Flash

SCRIBE'S HONOURABLE MENTION

Donato Ranzato
& Stephanus Harburgh



WANTED

By order of the Lector of Sigmar
Adolphus Hexenbrenner, Sigmarhaven



**Natasha Chrobokova,
self-styled
'Goddess of Servants'**

*For thee spreading of heretical
rumour amongst the common
folk of Ostermark*

100 gcs

for information leading to capture

Lonely Hearts

**Single Red Male, GSOH, seeks
female human virgin (16-23 yrs),
for romantic sacrifice to
unspeakable dark powers and
quiet nights in.**

OBITUARIES

Marius Von Munchen, eaten by a giant badger.

Unidentified headless corpse found in the old merchant's quarter.

Sister Claire, died of brain-rot.

Christian Von Dunst, died from consuming ale – he could've handle his drink.

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